

FIG. 1

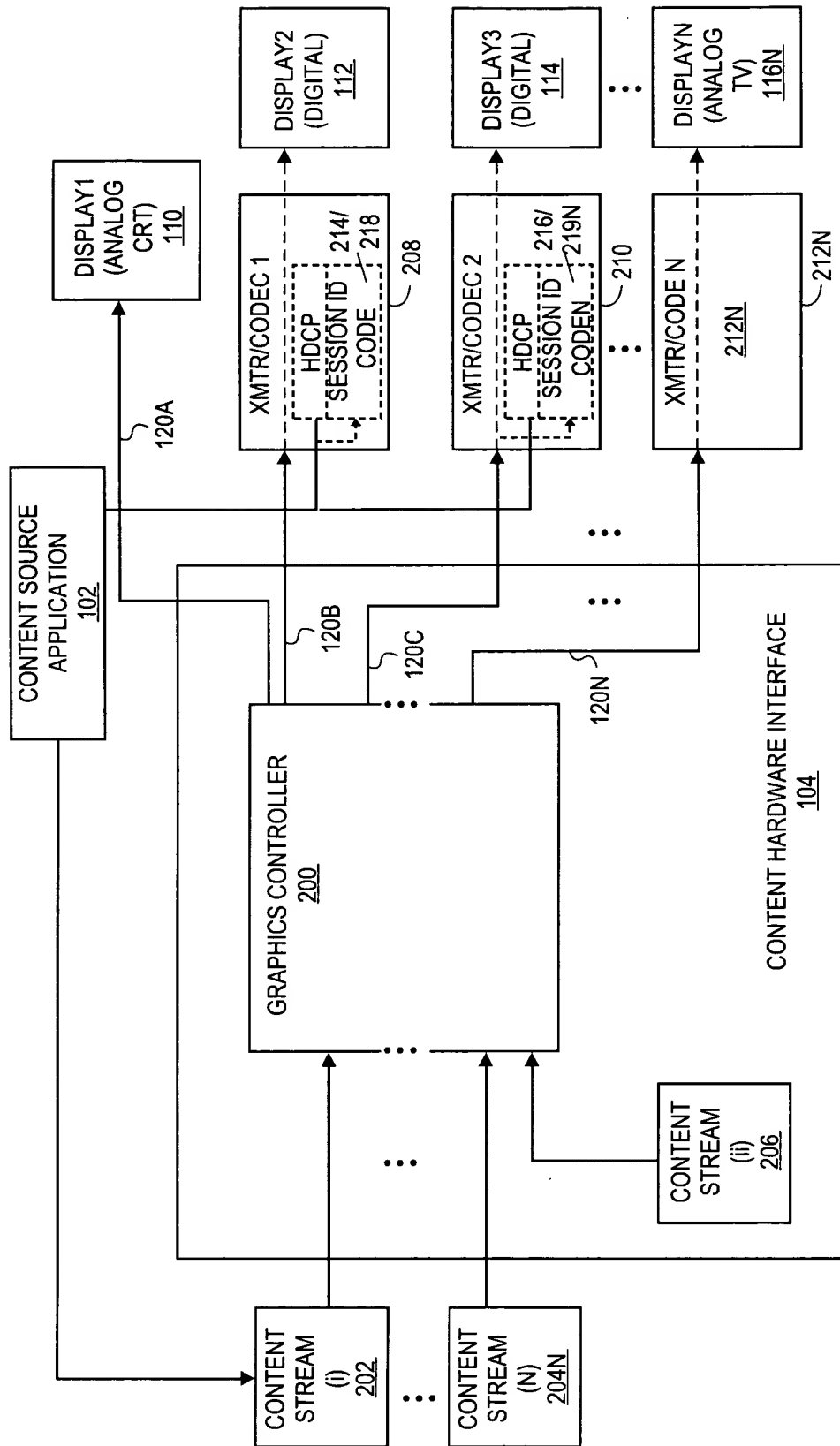


FIG. 2

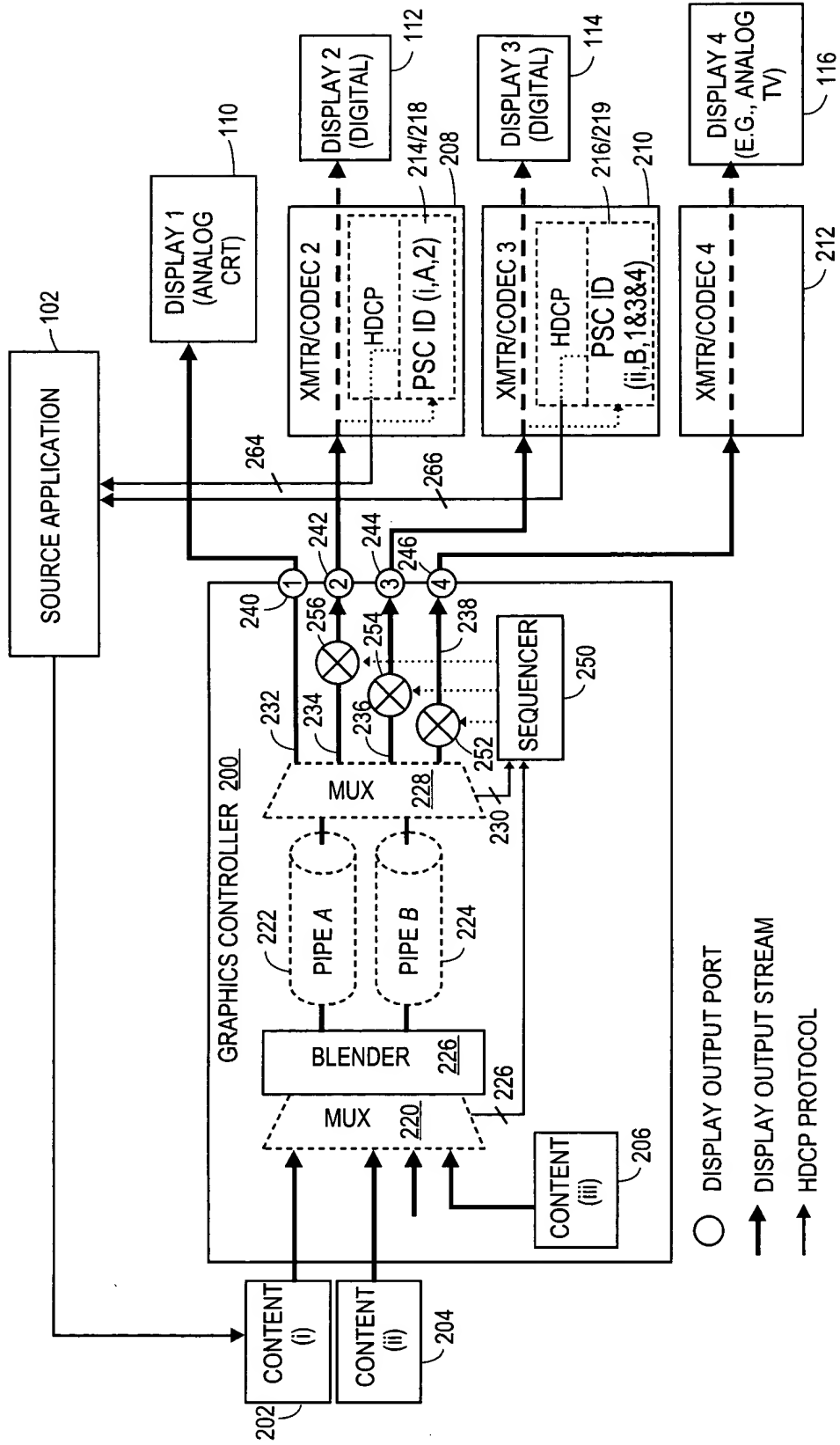


FIG. 3A

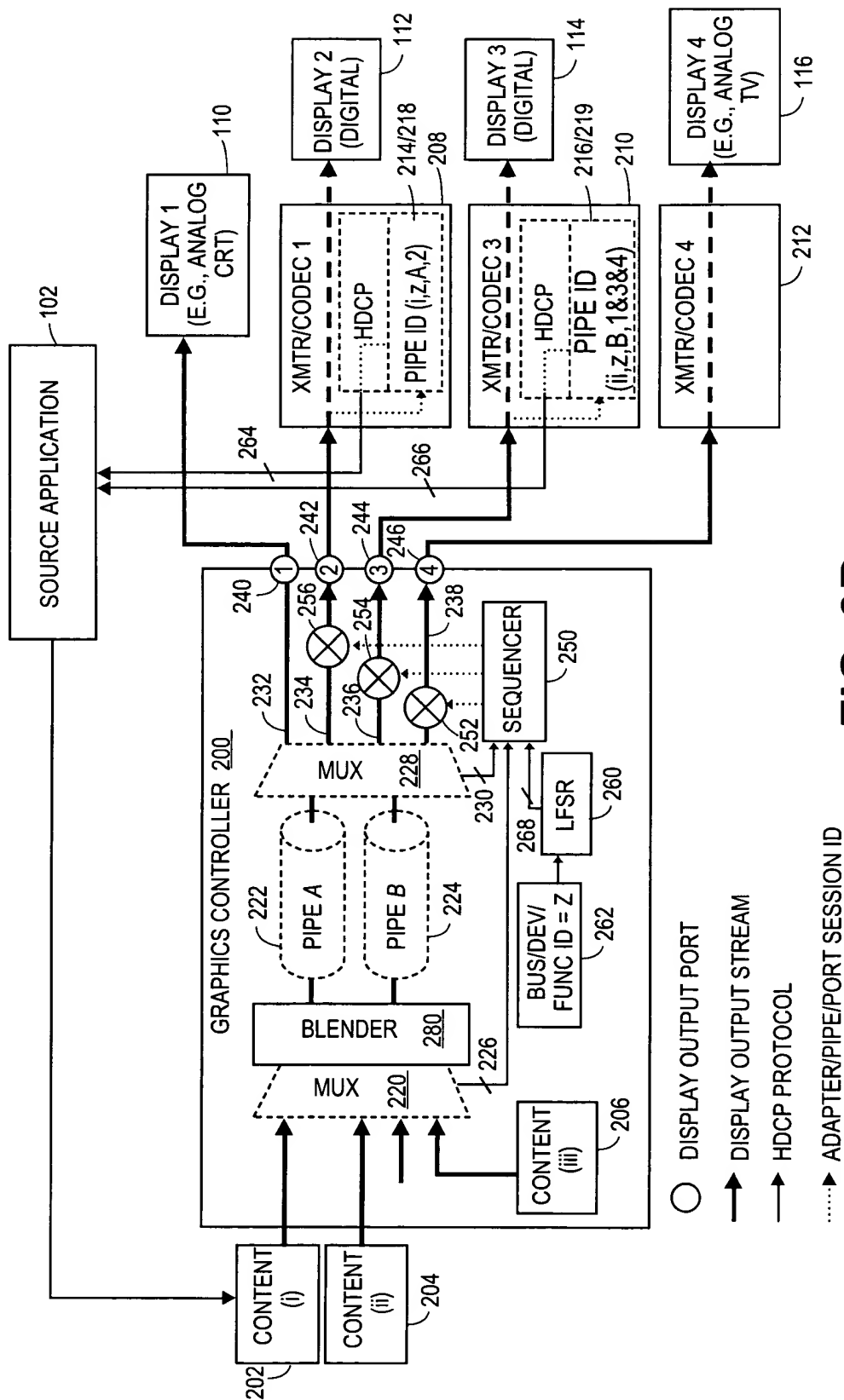
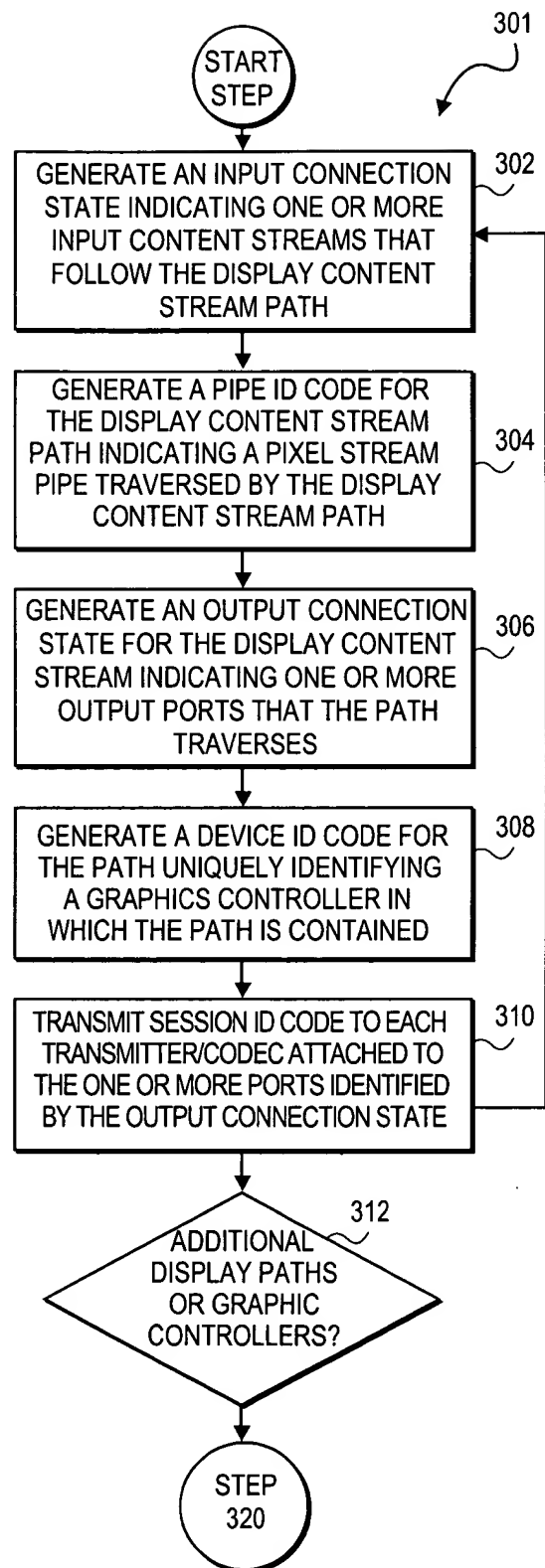
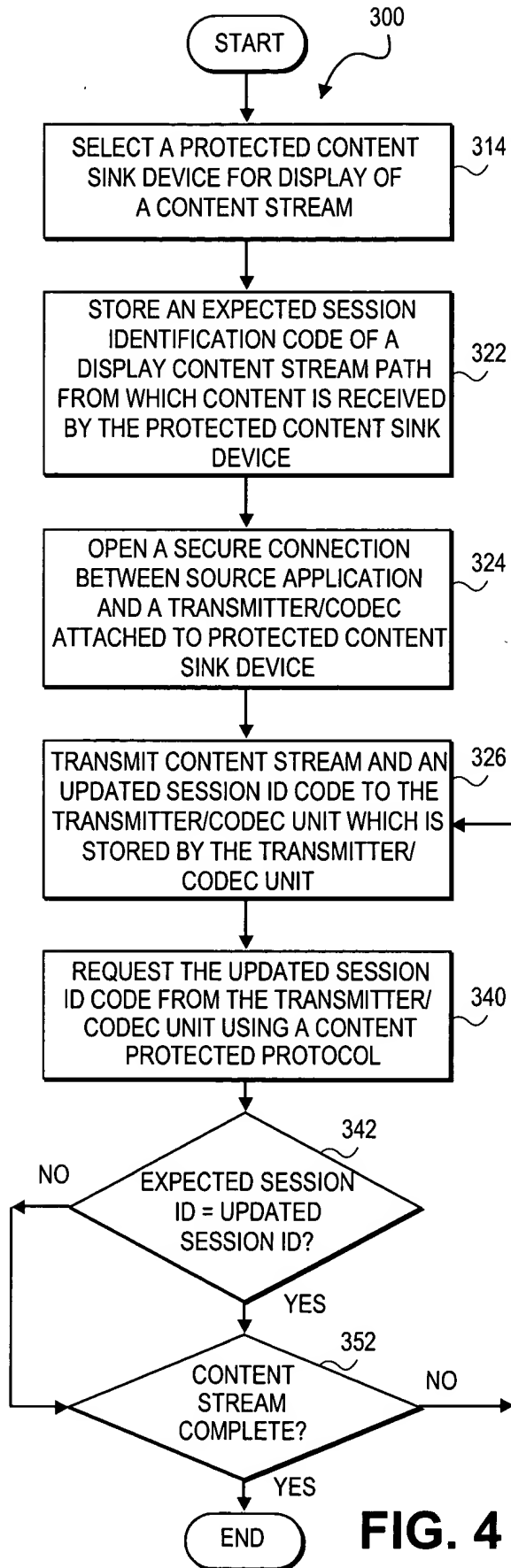


FIG. 3B



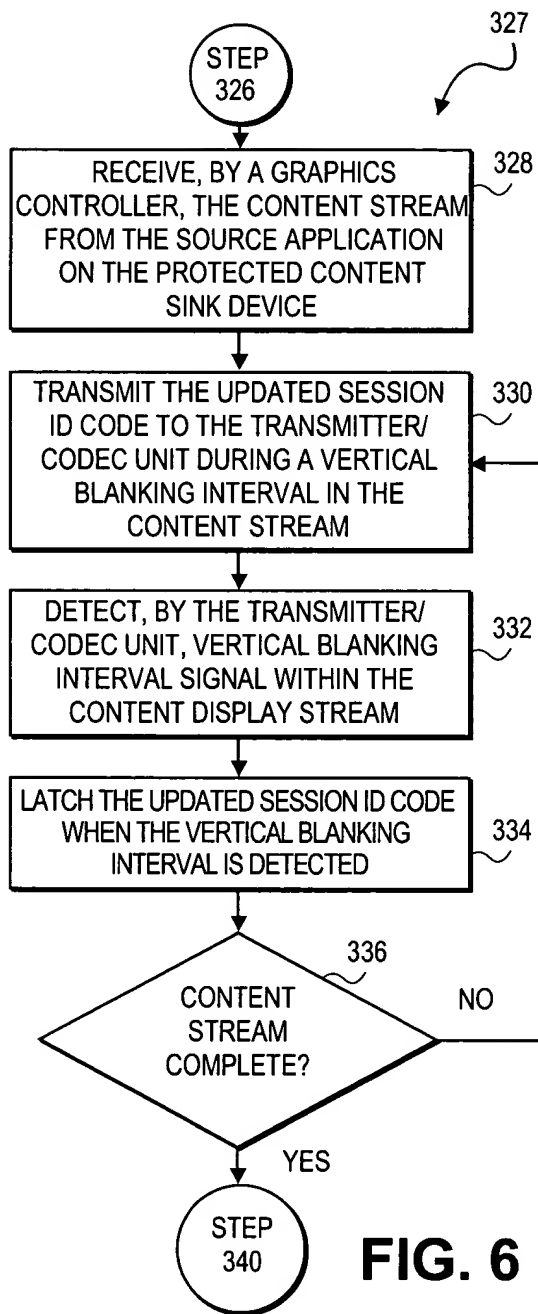


FIG. 6

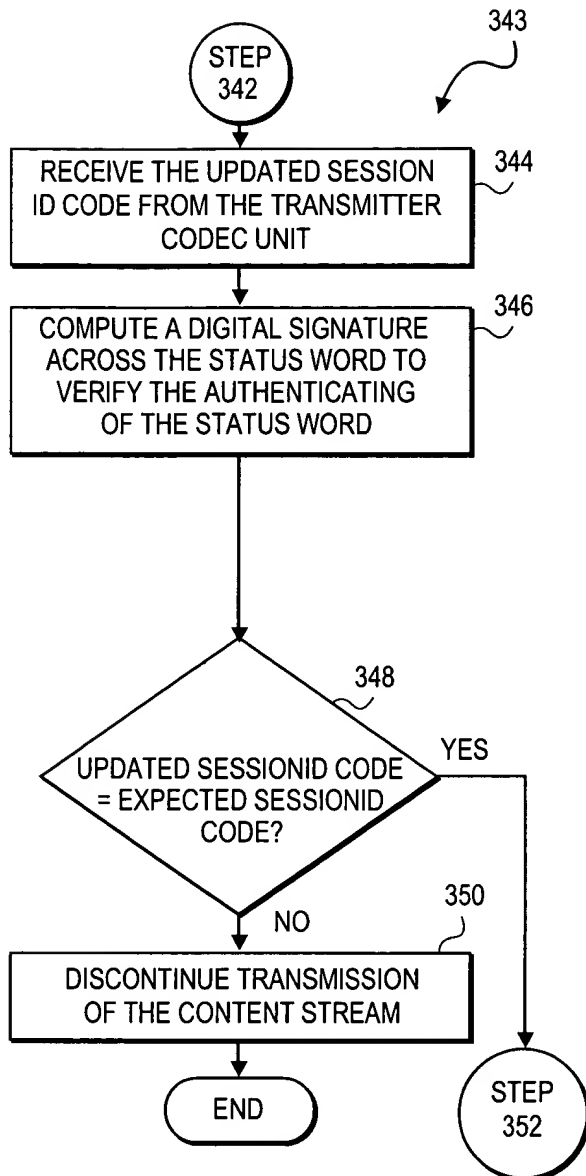


FIG. 7

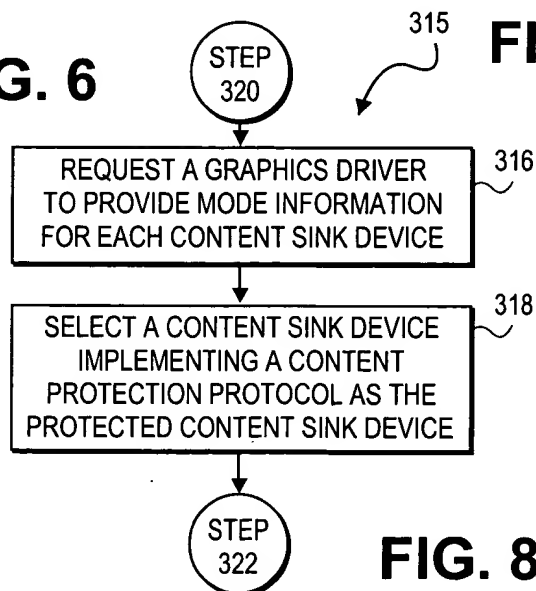


FIG. 8

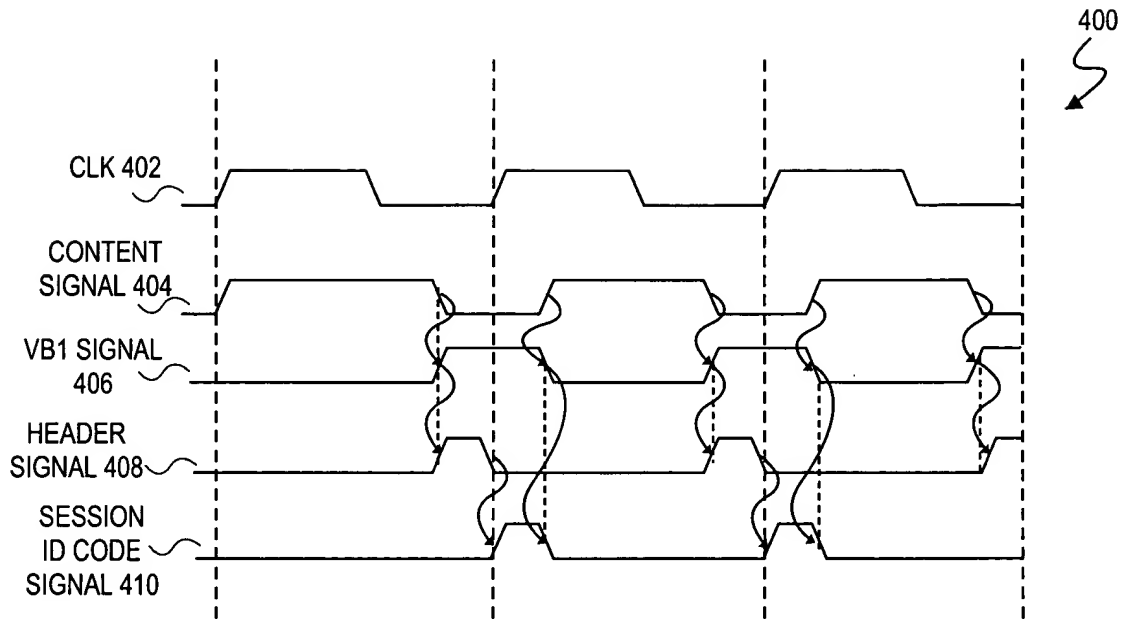


FIG. 9

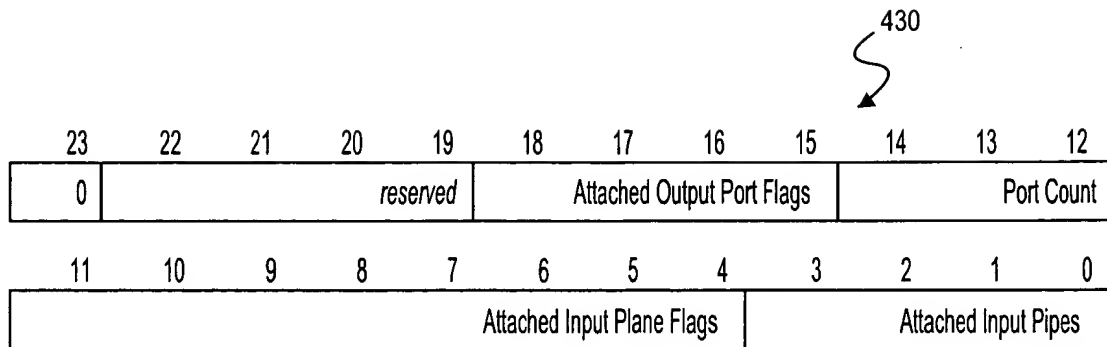
HEADER

420

23	22	21	20	19	18	17	16	15	14	13	12
1	0	0	0	1	1	1	1	0	0	0	0
11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	0	0	COUNT			

Packet	Bit	Description
N	23	Header Enable: 1 = This is a header Pixel.
	22:4	Header Type Fixed to value of 0F0F0h = Connection State Packet
	3:0	Number of Words: The number of Packets of Connection State being sent, not including the header.

FIG. 10



Packet	Bit	Description
N+1	23	Header Enable: 0 = This is Not a Header Pixel
	22:15	Port Attach State Flags: 432 One bit flags for each of the ports which is attached to this Pipe Bit 19 ~ 22 = value undefined, reserved Bit 18 = Output 4 (DVO-C) is attached Bit 17 = Output 3 (DVO-B) is attached Bit 16 = Output 2 (DVO-A) is attached Bit 15 = Output 1 Non-HDCP* (Analog CRT) is attached
	14:12	Number of Ports: 434 The number of valid fields in the Port Attach flags which CAN be connected. This value is fixed per Controller, for Almador the number of Planes is 4 (includes CRT, DVO-A/B/C)
	11:4	Plane Attache Flags: 436 Bit Flags for planes (Display & Overlay), which can be attached to the pipe. Bit 8~ 11 = reserved Bit 7 = Overlay is attached Bit 6 = Display C is attached Bit 5 = Display B is attached Bit 4 = Display A is attached
	3:0	Pipe Attach: 438 The index number of Pipe, which is the source of the Digital Video Pixel Stream Bit 2-3 = value undefined, reserved Bit 1 = Pipe B Bit 0 = Pipe A

FIG. 11

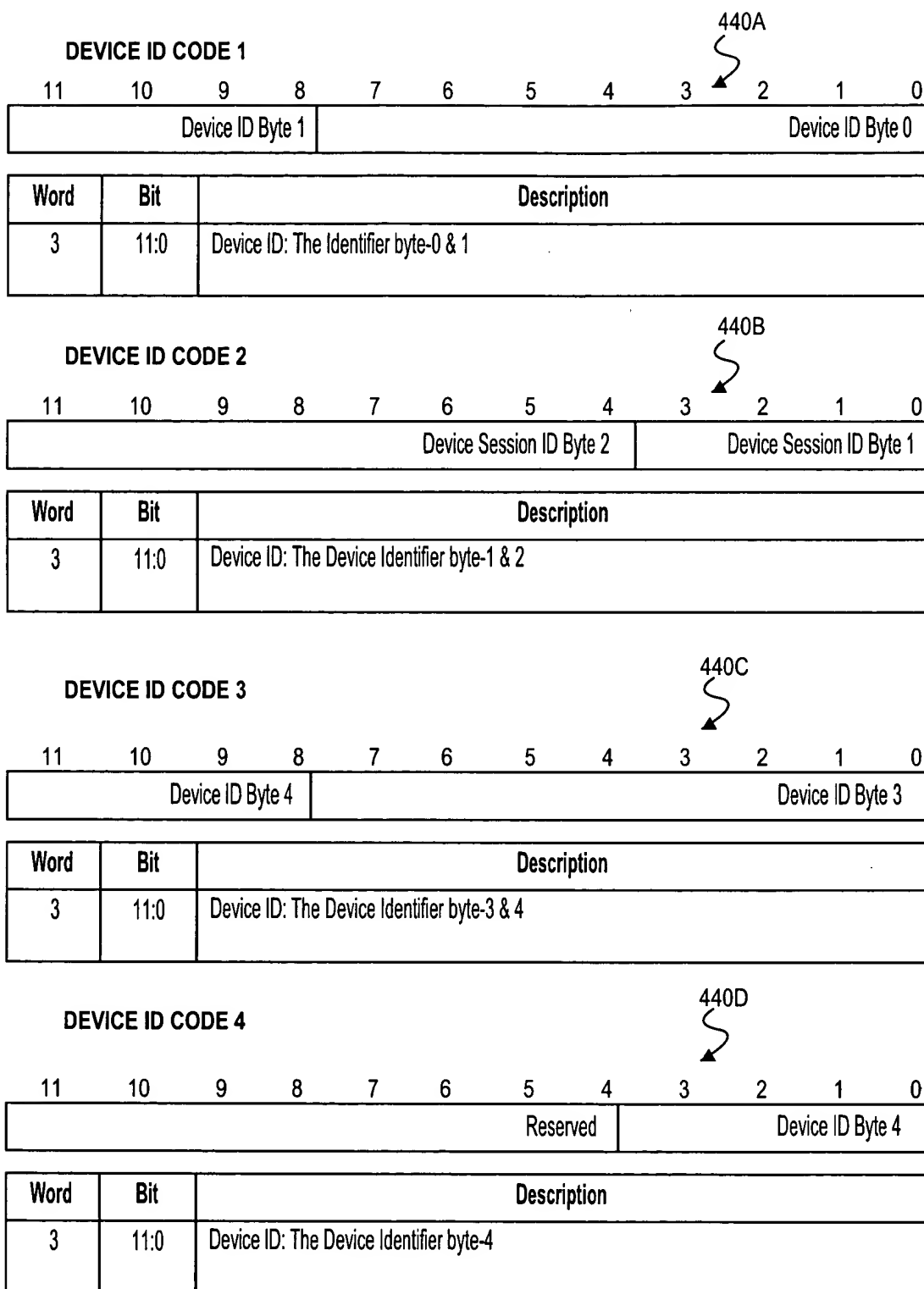


FIG. 12